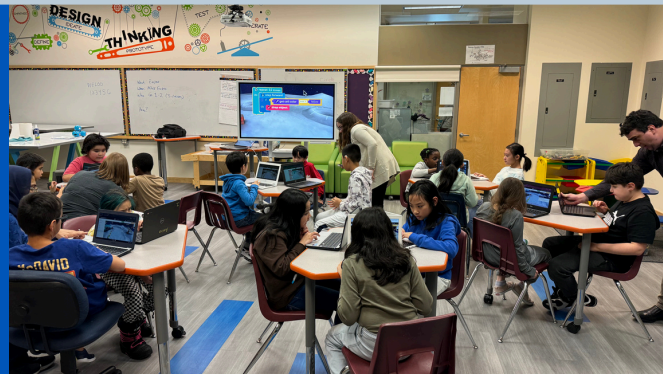


MINDFUEL & LOGICS ACADEMY ENGAGE YOUTH USING GAME-BASED LEARNING

MindFuel, with support from Logics, helps build foundational digital literacy and coding skills using Codingville.



THE CHALLENGE

As one of the organizations supported by the national CanCode initiative from 2022-2024, MindFuel's goals and mission were to equip Canadian youth with essential coding and digital literacy skills through Codingville, a free online platform where students learn coding in block and text-based languages. To provide an optimal learning experience, MindFuel needed support through training resources and an efficient national delivery model. Additionally, they required outreach and scalable onboarding strategies that would contribute towards meeting CanCode overall targets.

THE SOLUTION

MindFuel partnered with Logics Academy to create an engaging delivery model for Codingville through the delivery of educator professional development and co-taught student workshops. As MindFuel's partner in delivery of professional development to teachers, Logics sought to bring Codingville to K-12 classrooms across Canada, enhancing students' digital literacy and coding skills and increasing Codingville's adoption.



"We've been using Codingville in class, and I'm happy to say that the students love it. They're fairly competitive, so we put a leaderboard up before we start each journey, and it works very well!"

Teacher

Missabay Community School, Ontario

"Working with Logics has been a pleasure. They are organized, professional, knowledgeable, and exceeded our expectations. As a value-add partner, they offered expertise in supporting the Codingville platform to rapidly build a user-base through their ability to support efficient onboarding and training. We look forward to future collaboration opportunities."

Cassy Weber

CEO, MindFuel

THE RESULTS

Leveraging years of experience in STEM training and resources, Logics conducted educator training and student co-teaching sessions from September 2022 to March 2024 and more than 740 teachers and over 20,000 students participated in virtual and in-person Codingville workshops. Educators from across Canada, including those reached through in-person workshops hosted at remote schools in the Northwest Territories, learned to integrate Codingville as a game-based learning tool in their classrooms. Teachers and students continue to use Codingville daily, accessible at <https://www.codingville.ca>.